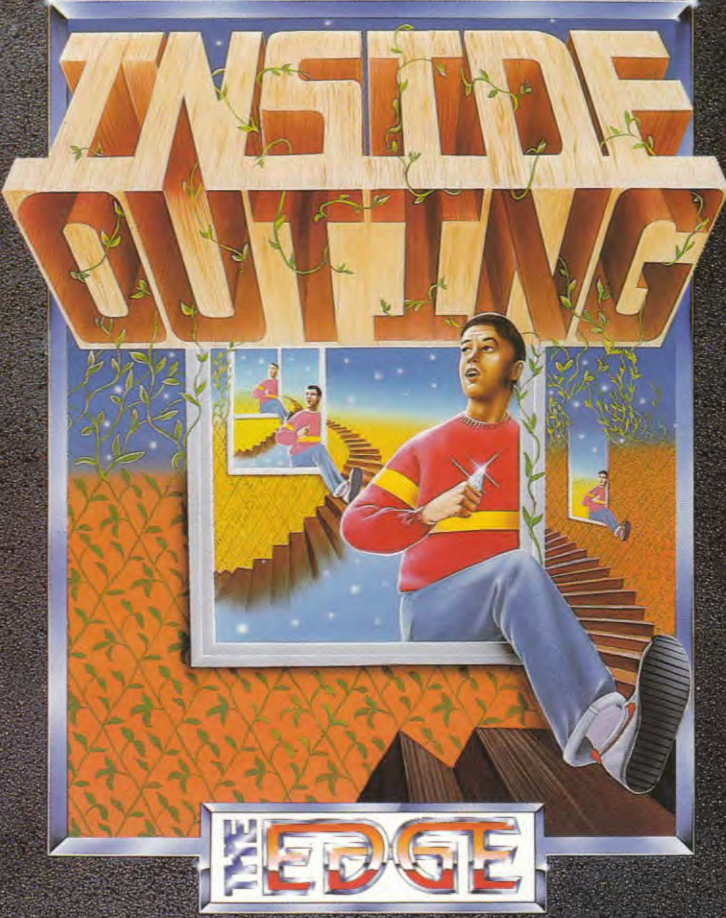


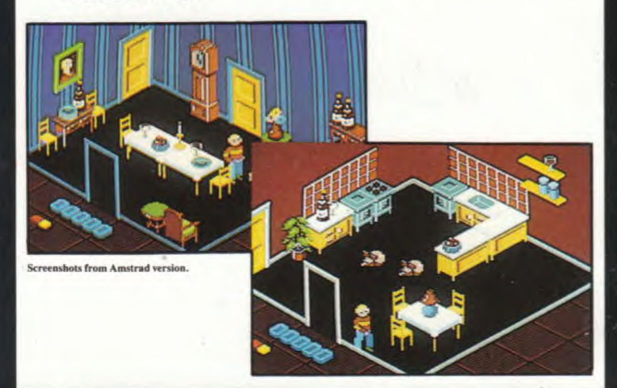
BY MICHAEL ST. AUBYN



BY MICHAEL ST. AUBYN

Never before have you seen a 3D game as impressive as this! You play a burglar hunting around an astoundingly realistic house in which every object is carefully defined in 3D-space — you can even look behind pictures, play snooker and open lids of cupboards! Seek the gems hidden within the house, or you may never get out . . . One of those rare games that will keep you coming back for one more try for the solution months after you buy it.

- ★ **First ever game of its kind to feature multi-colour 3D graphics to pixel accuracy on the C64!**
- ★ **Takes the revolutionary 'Worldmaker' technique, pioneered in Fairlight, one leap further.**
- ★ **". . . the graphics are so high resolution you can even see what the picture on the wall is." Games Machine Oct/Nov 1987.**


Screenshots from Amstrad version.

SINGLE CASSETTE PACK

5 012034 021031

Program and game concept 1987 Softek International Ltd. Copyright subsists in this program recording. Unauthorised broadcasting, diffusion, public performance, copying or re-recording, hiring, leasing, lending or selling under any exchange scheme in any manner is prohibited.

THE EDGE

INSIDE OUTING

Amstrad/Schneider
464/664/6128

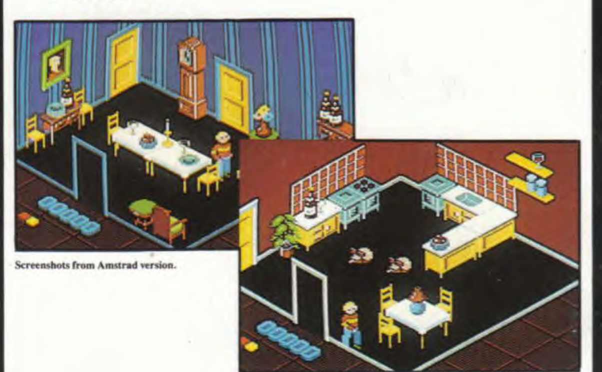
EDG 21AM



BY MICHAEL ST. AUBYN

Never before have you seen a 3D game as impressive as this! You play a burglar hunting around an astoundingly realistic house in which every object is carefully defined in 3D-space — you can even look behind pictures, play snooker and open lids of cupboards! Seek the gems hidden within the house, or you may never get out . . . One of those rare games that will keep you coming back for one more try for the solution months after you buy it.

- **First ever game of its kind to feature multi-colour 3D graphics to pixel accuracy on the C64!**
- **Takes the revolutionary 'Worldmaker' technique, pioneered in Fairlight, one leap further.**
- **". . . the graphics are so high resolution you can even see what the picture on the wall is." Games Machine Oct/Nov 1987.**



Screenshots from Amstrad version.



Program and game concept 1987, Softek International Ltd. Copyright subsists in this program recording. Unauthorised broadcasting, diffusion, public performance, copying or re-recording, hiring, leasing, lending or selling under any exchange scheme in any manner is prohibited.

THE EDGE

INSIDE OUTING

Amstrad/Schneider 464/664/6128

EDG 21AM

INSIDE OUTING

THE EDGE

BY MICHAEL ST. AUBYN